

LISTING OF THE CLAIMS

This listing of claims will replace all prior versions and listings of the claims in this application:

1. (Currently amended) A method for enabling a computer to manage communication over a network between ~~one or more network addressable units~~ the computer and a plurality of physical devices, comprising the steps of:

~~instantiating a dispatch object to open~~ opening a framework for one or more network addressable unit objects with a network addressable unit dispatch object within the computer;

creating one or more virtual line replaceable units in a network addressable unit within the computer for one or more physical devices;

instantiating one or more virtual line replaceable unit objects to manage managing communication between a ~~network address unit~~ transaction dispatcher and one or more physical devices through a message processor with the one or more virtual line replaceable units within the computer; and

communicating network messages through the network addressable unit dispatch object to the ~~one or more network addressable unit objects~~ message processor within the computer to the one or more physical devices.

2. (Currently amended) The method as recited in Claim 1, wherein the network addressable unit dispatch object ~~contains logic that tracks~~ performs the step of tracking messages to the one or more physical devices utilizing a queue.

3. (Currently amended) The method as recited in Claim 1, wherein the network addressable unit dispatch object ~~contains logic that tracks~~ performs the step of tracking messages ~~from~~ the one or more physical devices utilizing a queue.

4. (Currently amended) The method as recited in Claim 1, wherein the ~~dispatch object contains logic that converts~~ message processor performs the step of converting messages from a first format to a second format.

5. (Currently amended) The method as recited in Claim 1, wherein the ~~dispatch object maintains~~ a virtual line replaceable unit performs the step of maintaining the status of related devices.

6. (Currently amended) The method as recited in Claim 1, wherein the network addressable unit ~~dispatch object contains logic for~~ performs the step of adding and removing one or more ~~network addressable unit objects~~ virtual line replaceable units.

7. (Currently amended) The method as recited in Claim 1, wherein the network addressable unit objects ~~include logic for~~ perform the step of moving data from one storage location to another.

8. (Currently amended) A system for controlling a passenger entertainment system, including a ~~computer~~ a system server for managing communication over a network ~~between one or more network addressable units~~ the system server and a plurality of physical devices to control one or more aspects of the passenger entertainment system, comprising:

~~a system server coupled by way of the network to the plurality of physical devices;~~

the system server comprising software for ~~instantiating~~ creating a network addressable unit dispatch object to open a framework for one or more network addressable unit objects;

the system server comprising software for ~~instantiating~~ creating one or more virtual line replaceable unit objects in a network addressable unit for one or more physical devices to manage communication between a ~~network address unit transaction dispatcher~~ and ~~the~~ one or more physical devices through a message processor; and

the system server comprising software for communicating network messages through the network addressable unit dispatch object to the ~~one or more network addressable unit objects~~ message processor to the one or more physical devices to control one or more aspects of the passenger entertainment system.

9. (Currently amended) The system as recited in Claim 8, wherein the network addressable unit dispatch object ~~contains logic that~~ tracks messages to the one or more physical devices utilizing a queue.

10. (Currently amended) The system as recited in Claim 8, wherein the network addressable unit dispatch object ~~contains logic that~~ tracks messages from the one or more physical devices utilizing a queue.

11. (Currently amended) The system as recited in Claim 8, wherein the ~~dispatch object contains logic that~~ message processor converts messages from a first format to a second format.

12. (Currently amended) The system as recited in Claim 8, wherein ~~the dispatch object~~ a virtual line replaceable unit maintains the status of related devices.

13. (Currently amended) The system as recited in Claim 8, wherein the network addressable unit dispatch object ~~contains logic for adding~~ adds and ~~removing~~ removes one or more ~~network addressable unit objects~~ virtual line replaceable units.

14. (Currently amended) The system as recited in Claim 8, wherein the network addressable unit objects ~~include logic for moving~~ move data from one storage location to another.

Claims 15-20 (Cancelled)

21. (New) A passenger entertainment system comprising a plurality of line replaceable units for performing entertainment and passenger and operator control functions, a primary access terminal for providing an operator interface to the passenger entertainment system, and a cabin file server for processing passenger transactions said primary access terminal and said cabin file server each having a control center common executive said control center common executive further comprising:

a
1 a message processor for moving messages to and from the line replaceable units and for translating messages from the line replaceable units into a common format;

one or more network addressable units connected to the message processor for routing common format messages to and from the message processor said one or more network addressable units each comprising a network addressable unit (NAU) dispatcher;

a transaction dispatcher connected to the one or more network addressable units for managing communication to and from the network addressable units; and

wherein the network addressable unit dispatcher opens communications between the message processor and the transaction dispatcher and creates a virtual line replaceable unit (VLRU) for one of the plurality of line replaceable units.

22. (New) The passenger entertainment system of claim 21 wherein the network addressable unit dispatcher further comprises:

session threads that are started for each virtual line replaceable unit; and

named pipes that are opened between the message processor, the session threads, and the transaction dispatcher to manage input and output between them.

23. (New) The passenger entertainment system of claim 22, wherein the network addressable unit dispatcher further comprises:

a message processor right thread that waits for incoming messages from the message processor, looks up a VLRU name and a NAU object ID when a message is received, stores the message and the ID in message processor right queues, and wherein the sessions threads use the ID to decide which VLRU needs to be processed; and

a message processor left thread that waits for outgoing for the message processor, reads message and a NAU object ID from message processor left queues, and outputs the message via a named pipe.

24. (New) The passenger entertainment system of claim 22, wherein the network addressable unit dispatcher further comprises:

a transaction processor left thread that waits for incoming messages from the transaction dispatcher, looks up a VLRU name and a NAU object ID when a message is received, stores the message and the ID in transaction dispatcher left queues, and wherein the sessions threads use the ID to decide which VLRU needs to be processed; and

6 a transaction dispatcher right thread that waits for outgoing messages for the transaction dispatcher, reads the message and a NAU object ID from transaction dispatcher right queues, and outputs the message via a named pipe.
